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Development of a distributed, cross-platform simulator

Thomas C. Brooke

December 2002 Proceedings of the 2002 annual ACM SIGAda international conference on Ada: The engineering of correct and reliable software for real-time & distributed systems using Ada and related technologies

Full text available: pdf(167.33 KB)

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In developing real-time mission control software for terminals in a large satellite communications system, my team realized that a script-based stimulus/response tool was inadequate for developmental testing and training. As an initial proof-of-concept, we first designed a monolithic, single-user system simulator for engineering development. During the project, the requirements expanded to include the addition of a multi-user, cross-platform capability, and later distribution in a two-tier clien ...

Keywords: Ada, distributed, linux, portability, satellite, simulation, testing, training, windows

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Macromedia director as a prototyping and usability testing tool Stephanie Ludi

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July 2000 **Crossroads**, Volume 6 Issue 5

Full text available: html(27.82

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<u>KB)</u>

VizSEC link analysis session: Passive visual fingerprinting of network attack tools Gregory Conti, Kulsoom Abdullah



October 2004 Proceedings of the 2004 ACM workshop on Visualization and data mining for computer security

Full text available: pdf(331.80 KB)

80 KB) Additional Information: full citation, abstract, references, index terms

This paper examines the dramatic visual fingerprints left by a wide variety of popular network attack tools in order to better understand the specific methodologies used by attackers as well as the identifiable characteristics of the tools themselves. The techniques used are entirely passive in nature and virtually undetectable by the attackers. While much work has been done on active and passive operating systems detection, little has been done on fingerprinting the specific tools used by at ...

**Keywords**: application fingerprinting, information visualization, network attack visualization, operating system fingerprinting, passive fingerprinting, visual fingerprinting

Portable Real-Time Applications

Juergen Kahrs
October 1999 Linux Journal

Full text available: A html(17.40 KB)

Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u> terms

The purpose of computing is insight, not numbers. --Richard Hamming, 1915-1998

4 Hypermedia teaching of mechanics—MechANIma Thorsten Hampel, Ferdinand Ferber, Reinhard Keil-Slawik, Wolfgang H. Müller August 1998 ACM SIGCSE Bulletin, Proceedings of the 6th annual conference on the

teaching of computing and the 3rd annual conference on Integrating technology into computer science education: Changing the delivery of





## computer science education, Volume 30 Issue 3

Full text available: pdf(878.26 KB)

Additional Information: full citation, abstract, references, citings, index

In this paper we describe the *mechANIma* project, a joint venture between the department of computer science and the laboratory for mechanics at the University of Paderborn, Germany.

**Keywords**: animations, co-operative learning, hypermedia learning, multimedia, student centered learning, visualisations

<sup>5</sup> Introduction to SILK and Java-based simulation

Kevin J. Healy, Richard A. Kilgore

December 1998 Proceedings of the 30th conference on Winter simulation

Full text available: pdf(101.22 KB) Additional Information: full citation, references, citings, index terms

<sup>6</sup> A visual development environment for multi-lingual curricula

T. Dean Hendrix, Larry A. Barowski, James H. Cross

March 1997 ACM SIGCSE Bulletin , Proceedings of the twenty-eighth SIGCSE technical symposium on Computer science education, Volume 29 Issue 1

Full text available: pdf(517.43 KB) Additional Information: full citation, abstract, references, index terms

Although a computer science curriculum may use a single language as its "core" language, many curricula require students to learn and use multiple languages for course or practicum work. Students benefit from the exposure to other languages and other language models. However, a problem arising from the multi-lingual nature of a curriculum is the necessity to learn and use different development environments and language front-ends. GRASP (Graphical Representations of Algorithms, Structures, and P ...

7 A visual object-oriented development environment (VOODE)

Vladimir Shcherbina, Pnina Vortman, Gabi Zodik

November 1995 Proceedings of the 1995 conference of the Centre for Advanced Studies on Collaborative research

Full text available: pdf(533.21 KB) Additional Information: full citation, abstract, references, index terms

Numerous classes, complex inheritance and containment hierarchies, and diverse patterns, all contribute to difficulties in understanding, reusing, debugging and tuning large object-oriented systems. To help overcome these difficulties, we introduce a visual programming methodology and a visual development environment with novel views for development of object-oriented class models. We introduce container and contained object views, direct manipulations as a visual programming tool and show how s ...

8 ZEUS: a toolkit and approach for building distributed multi-agent systems Hyacinth S Nwana, Divine T. Ndumu, Lyndon C. Lee, Jaron C. Collis April 1999 Proceedings of the third annual conference on Autonomous Agents

Full text available: pdf(295.47 KB) Additional Information: full citation, references, citings, index terms

Keywords: agent building toolkit, agent development methodology

Development of a distributed, cross-platform simulator

9

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10 Essential modeling: use cases for user interfaces

Larry L. Constantine

April 1995 interactions, Volume 2 Issue 2

Full text available: pdf(1.43 MB)

Additional Information: full citation, references, citings, index terms, review

11 PPT: a COTS integration case study

L. David Balk, Ann Kedia

June 2000 Proceedings of the 22nd international conference on Software engineering

Full text available: pdf(91.50 KB) Additional Information: full citation, abstract, references, index terms

T. Rowe Price Investment Technologies built The Product and Project Tracking System (PPT) to reduce the human resources needed to track and forecast Information Technology projects. Instead of developing or purchasing a new system, the need was met by integrating Commercial-off-the-Shelf (COTS) products already used and licensed by the company. The conclusion can be made that this approach reduces development costs while providing more flexibility than a single vendor solution. This paper d ...

**Keywords**: commercial-off-the-shelf, development methodology, product integration, return on investment, software engineering

12 Visual programming with Java; an alternative approach to introductory programming Frank Wester, Marleen Sint, Peter Kluit

June 1997 ACM SIGCSE Bulletin, Proceedings of the 2nd conference on Integrating technology into computer science education, Volume 29 Issue 3

Full text available: pdf(224.64 KB)

Additional Information: full citation, abstract, references, citings, index terms

The appearance of the programming language Java and visual programming environments based on this language give new opportunities to teach introductory programming to university students. The authors are working on a new set of programming courses starting with Visual Programming. In this course the possibilities of visual programming environments are used to teach programming in an application oriented way with more emphasis on building user interfaces and using standard class libraries, Less a ...

13 Web-based and Java-based simulation: A review of web based simulation: whither we 🖫 wander?

Jasna Kuljis, Ray J. Paul

December 2000 Proceedings of the 32nd conference on Winter simulation

Full text available: pdf(226.42 KB) Additional Information: full citation, abstract, references, citings

This paper considers a variety of new technologies for discrete-event simulation software development. Environments and languages for web based simulation are reviewed. Web based applications are discussed. After proposing a summary of the review, ways of working that will have an unpredictable effect on the future of simulation modeling are proposed.

## <sup>14</sup> Data structures and problem solving using Java

Mark Allen Weiss

June 1998 ACM SIGACT News, Volume 29 Issue 2

Full text available: pdf(458.08 KB) Additional Information: full citation, index terms

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